



NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA
SURATHKAL, MANGALORE - 575 025

Course Code – CS111

Course Name – Computer Programming Lab

Lab - 03

Date – May 25, 2021

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Department of Computer Science and Engineering

Decision making- and Branching constructs

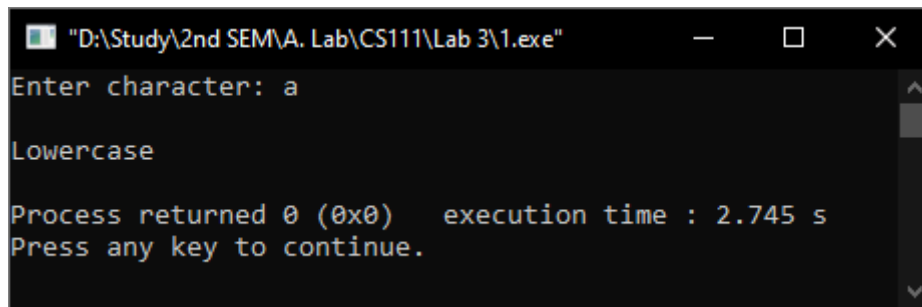
Question – 1

To determine whether a character entered is in lowercase, uppercase, digit or a special character

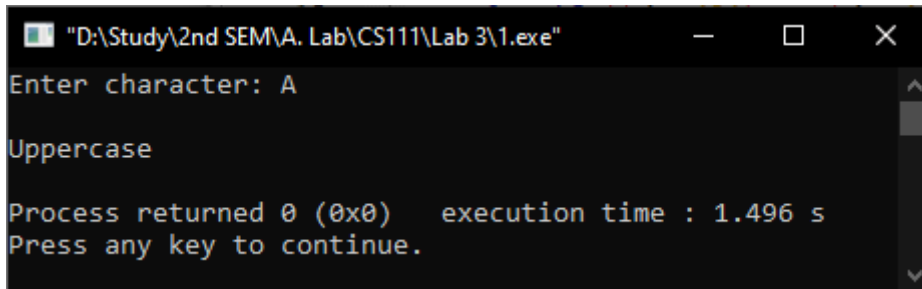
Answer

```
#include<stdio.h>
int main()
{
    char ch;
    printf("Enter character: ");
    scanf("%c",&ch);
    if((ch>='0') && (ch<='9'))    // number
    {
        printf("\nDigit\n");
    }
    else if ((ch>='a')&&(ch<='z'))    //lowercase
    {
        printf("\nLowercase\n");
    }
    else if ((ch>='A') && (ch<='Z'))    //uppercase
    {
        printf("\nUppercase\n");
    }
    else                                //otherwise special character
    {
        printf("\nSpecial Character\n");
    }
    return 0;
}
```

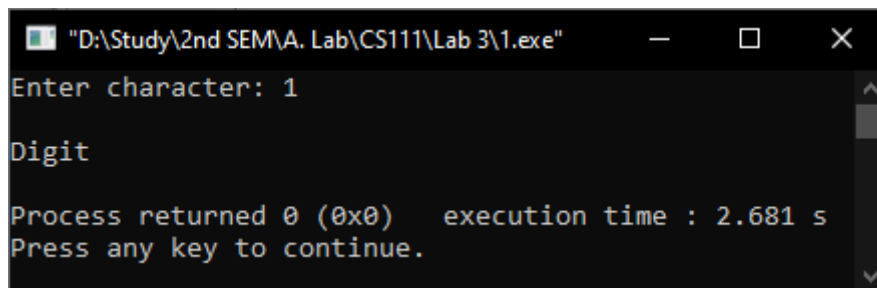
Output



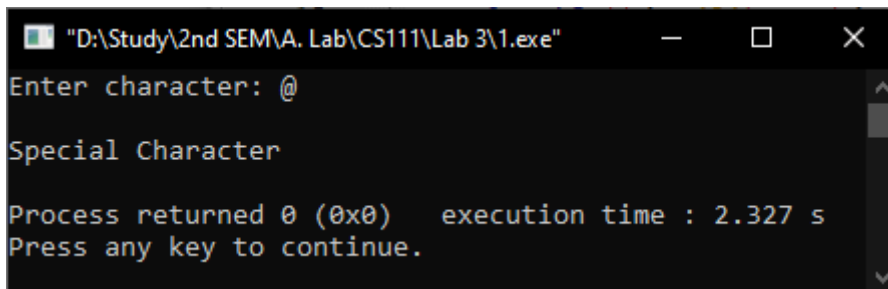
```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\1.exe"
Enter character: a
Lowercase
Process returned 0 (0x0)   execution time : 2.745 s
Press any key to continue.
```



```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\1.exe"
Enter character: A
Uppercase
Process returned 0 (0x0)   execution time : 1.496 s
Press any key to continue.
```



```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\1.exe"
Enter character: 1
Digit
Process returned 0 (0x0)   execution time : 2.681 s
Press any key to continue.
```



```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\1.exe"
Enter character: @
Special Character
Process returned 0 (0x0)   execution time : 2.327 s
Press any key to continue.
```

Question-2

Find the roots of quadratic equation

Answer

```
#include <stdio.h>
#include <math.h>
int main()
{
    float a, b, c;
    printf("Enter the value of a, b & c: ");
    scanf("%f %f %f", &a, &b, &c);
    if (a != 0)        //a^2 + b + c = 0 so a!=0
    {
        float discriminate, root_1, root_2;
        discriminate = pow(b, 2) - 4 * a * c;
        if (discriminate >= 0)
        {
            root_1 = (-b + sqrt(discriminate)) / (2 * a);
            root_2 = (-b - sqrt(discriminate)) / (2 * a);
            printf("\nValue of x1 = %.2f\n", root_1);
            printf("Value of x2 = %.2f\n", root_2);
        }
        else
        {
            float real, imaginary;
            real = (-b) / (2 * a);
            imaginary = (sqrt(-(discriminate))) / (2 * a);
            printf("\nRoot 1 = %.2f + (%.2fi)\n", real, imaginary);
            printf("Root 2 = %.2f - (%.2fi)\n", real, imaginary);
        }
    }
    return 0;
}
```

Output

```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\2.exe"
Enter the value of a, b & c: 1 4 -5

Value of x1 = 1.00
Value of x2 = -5.00

Process returned 0 (0x0)   execution time : 61.990 s
Press any key to continue.
```

```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\2.exe"
Enter the value of a, b & c: 2 2 1

Root 1 = -0.50 + (0.50i)
Root 2 = -0.50 - (0.50i)

Process returned 0 (0x0)   execution time : 4.869 s
Press any key to continue.
```

Question – 3

Write a menu driven program to demonstrate the simple arithmetic calculator

Answer

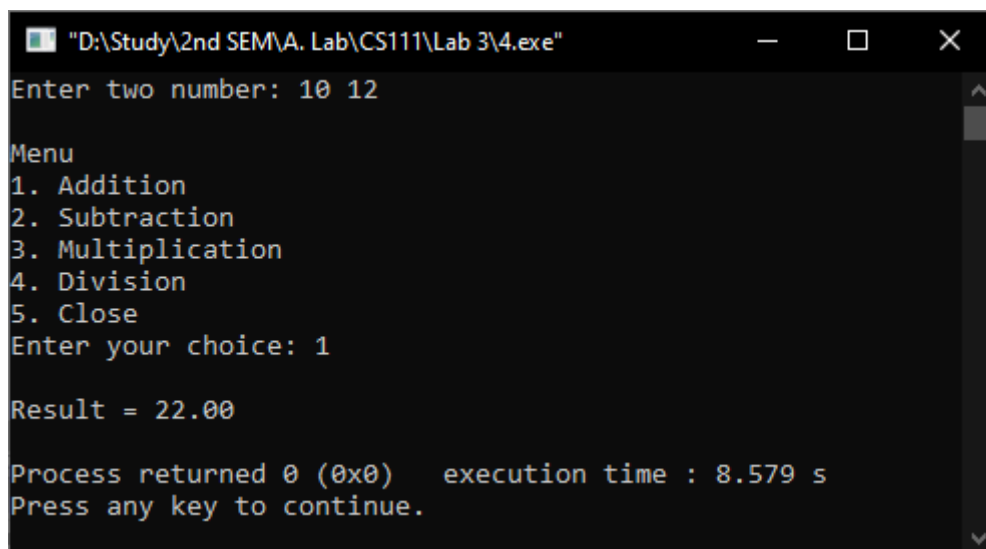
```
#include<stdio.h>
int main()
{
    float num1, num2;
    printf("Enter two number: ");
    scanf("%f %f", &num1, &num2);
    printf("\nMenu\n");
    printf("1. Addition\n");
    printf("2. Subtraction\n");
    printf("3. Multiplication\n");
    printf("4. Division\n");
    printf("5. Close\n");
    int choice;
    printf("Enter your choice: ");
    scanf("%d",&choice);
    float result;
    switch(choice)
    {
        case 1:
            result = num1 + num2;
            break;
        case 2:
            result = num1 - num2;
            break;
        case 3:
            result = num1 * num2;
            break;
        case 4:
            result = num1 / num2;
            break;
        case 5:
            printf("\nClosed\n");
```

```

        return 0;
default:
    printf("\nInvalid Input\n");
    return 0;
}
printf("\nResult = %.2f\n",result);
return 0;
}

```

Output



```

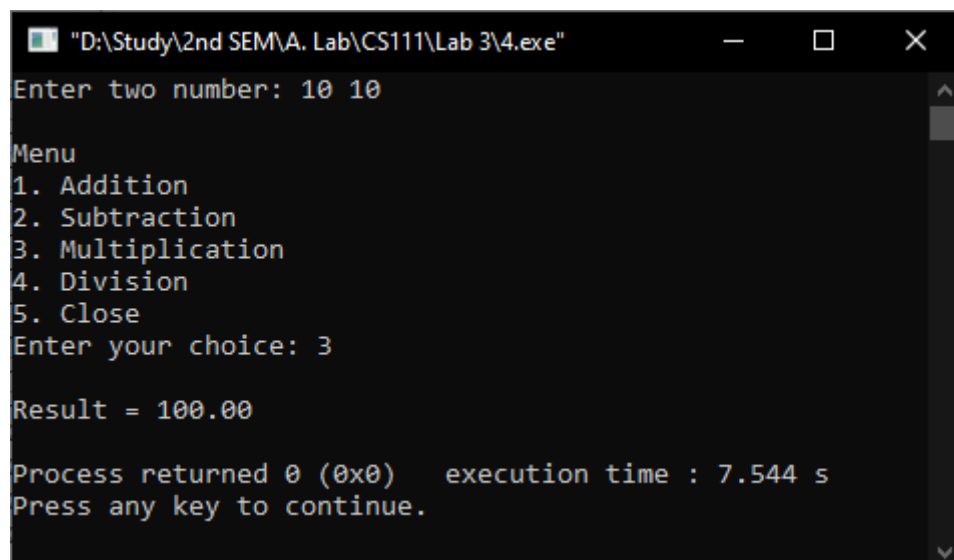
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\4.exe"
Enter two number: 10 12

Menu
1. Addition
2. Subtraction
3. Multiplication
4. Division
5. Close
Enter your choice: 1

Result = 22.00

Process returned 0 (0x0)   execution time : 8.579 s
Press any key to continue.

```



```

"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\4.exe"
Enter two number: 10 10

Menu
1. Addition
2. Subtraction
3. Multiplication
4. Division
5. Close
Enter your choice: 3

Result = 100.00

Process returned 0 (0x0)   execution time : 7.544 s
Press any key to continue.

```

Decision making and looping constructs

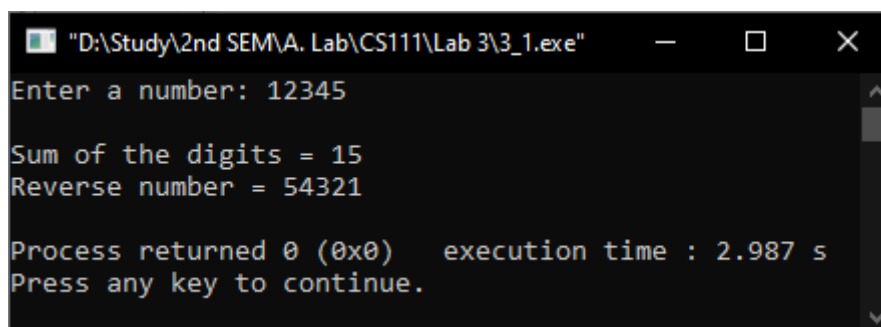
Question – 1

Program to reverse the digits of a number and to find the sum of the digits

Answer

```
#include<stdio.h>
int main()
{
    int num;
    printf("Enter a number: ");
    scanf("%d", &num);
    int remainder, sum=0, reverse=0;
    while (num != 0)
    {
        remainder = num % 10; //separate last digit
        sum += remainder;      //add
        reverse = reverse*10 + remainder; //reverse
        num /= 10;
    }
    printf("\nSum of the digits = %d\n",sum);
    printf("Reverse number = %d\n",reverse);
    return 0;
}
```

Output



```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\3_1.exe"
Enter a number: 12345
Sum of the digits = 15
Reverse number = 54321
Process returned 0 (0x0)   execution time : 2.987 s
Press any key to continue.
```

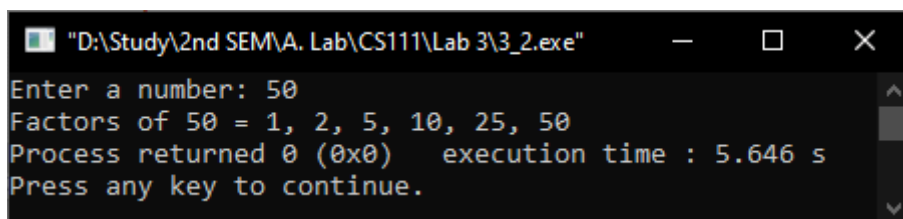

Question-2

Program to find factors of a given number

Answer

```
#include<stdio.h>
int main()
{
    int num;
    printf("Enter a number: ");
    scanf("%d",&num);
    printf("Factors of %d = ",num);
    int i;
    for(i=1; i<=num; i++)
    {
        if(i==num)
        {
            printf("%d",i); //remove comma after last factor
        }
        else if (num%i==0)
        {
            printf("%d, ",i);
        }
    }
    return 0;
}
```

Output



```
"D:\Study\2nd SEM\A. Lab\CS111\Lab 3\3_2.exe"
Enter a number: 50
Factors of 50 = 1, 2, 5, 10, 25, 50
Process returned 0 (0x0) execution time : 5.646 s
Press any key to continue.
```

Question-3

Program to find the prime and non-prime numbers between a given range

Answer

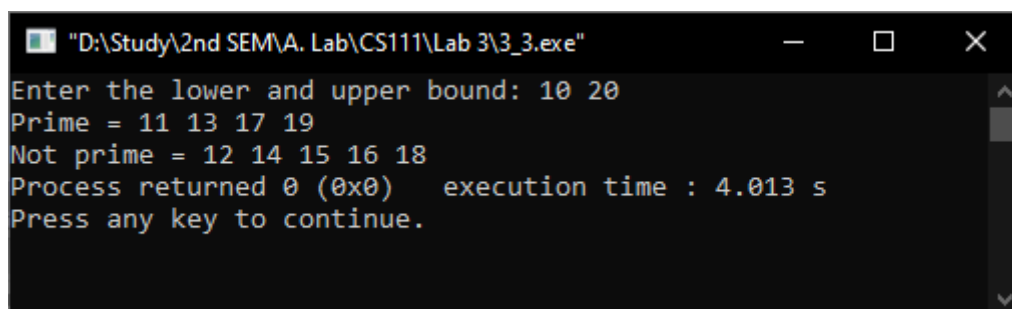
```
#include<stdio.h>
int main()
{
    int lower, upper, i, j, k=0, z=0, len, num, prime_num;
    printf("Enter the lower and upper bound: ");
    scanf("%d %d", &lower, &upper);
    len = (upper - lower)-
1;          //total number between upper and lower
    int prime[len], not_prime[len];
    num = lower+1;
    for(i=0; i<len; i++)
    {
        if(num<2)
        {
            num = 2;          //lowest prime number is 2
            continue;
        }
        prime_num = 1;        //prime number? 1 means yes
        for(j=2; j<num; j++)
        {
            if(num % j == 0)
            {
                prime_num= 0;  // prime number? 0 means false
                break;
            }
        }
        if(prime_num == 0)
        {
            not_prime[z] = num; // storing non-prime in an array
            z++;
        }
        else
```

```

    {
        prime[k] = num;    //storing prime in an array
        k++;
    }
    num++;
}
printf("Prime = ");
for(i=0; i<k; i++)
{
    printf("%d ",prime[i]);
}
printf("\nNot prime = ");
for(i=0; i<z; i++)
{
    printf("%d ",not_prime[i]);
}
return 0;
}

```

Output



```

D:\Study\2nd SEM\A. Lab\CS111\Lab 3\3_3.exe
Enter the lower and upper bound: 10 20
Prime = 11 13 17 19
Not prime = 12 14 15 16 18
Process returned 0 (0x0) execution time : 4.013 s
Press any key to continue.

```